**CS 161 Python Lab 10 Tic Tac Toe Game Instructions**

Create a Tic Tac Toe Game.

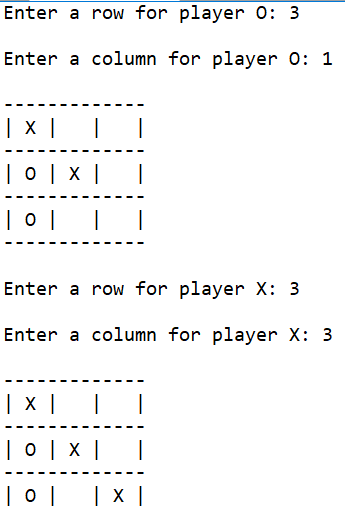
Implement the following function headers:

* makeAMove(board, player)
  + **board**: the current state of the board
  + **player**: whose turn it is (either X or 0)
  + Asks the user to enter the row and column to make their play
  + Checks whether the cell is occupied before making the move
  + The rows and columns are numbered 1-3
  + Makes the move, if possible, otherwise, tells the user to try again
* displayBoard(board)
  + **board**: the current state of the board
  + Prints the current state of the board
* isWon(ch, board)
  + **ch**: Either an X or an O
  + **board**: the current state of the board
  + Checks each row for a winner
  + Checks each column for a winner
  + Checks major diagonal for a winner
  + Checks sub diagonal for a winner
  + Returns True if there’s a winner or False if no winner
* isDraw(board)
  + **board**: the current state of the board
  + Returns False if there are available cells or True if all the cells are occupied
* playGame(board)
  + **board**: the current state of the board
  + Prints out the board then plays the game
  + Uses makeAMove(), isWon() and isDraw()
* The following is the only code you need besides any functions you write:

board = [[' ', ' ', ' '], [' ', ' ', ' '], [' ', ' ', ' ']]

playGame(board)

Sample Output:





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